

APPENDIX II**ALL PENDING CLAIMS WITH AMENDMENTS EFFECTED THEREIN**

1. A video game device for displaying a play character on a game screen displayed on a monitor, comprising:

an operation member for moving the play character from a reference position to a predetermined position in a game space,

a storage unit for storing a first image data group including a predetermined number of frames of image data for displaying a first action relating to the moving action of the play character and a second image data group including a plurality of frames of image data for displaying a second action,

a display control unit for reading the first and second image data groups from the storage unit and displaying the action of the play character based on the read frames of image data, the display control unit being arranged to consecutively display the frames of image data at a constant time interval, and

a switch control unit for switching the first image data group to the second image data group such that the first action and the second action are smoothly successively displayed without any discontinuity when the play character reaches the predetermined position by repeatedly displaying the first action,

the display control unit being coupled to the operation member and being arranged to sequentially display an image corresponding to each of the predetermined

number of frames stored in the storage unit when the operation member is not operated,

when the operation member is operated, the display control unit being arranged to generate new image data for a new frame to be created between successive frames stored in the storage unit by interpolation between the successive frames based on the operation of the operation member and then to display the newly generated image data.

2. A video game device according to claim 1, wherein a specified frame of image data of the first image data group is switched to a frame of image data of the second image data relating the specified frame when the play character reaches the predetermined position.

3. A video game device according to claim 1, wherein the specified frame is the last frame of the first image data group or a frame relating to the last frame, and the frame of the second image data group relating to the specified frame is the first frame thereof.

8. A video game device according to claim 1, wherein the moving speed of the play character displayed on the monitor by the first action varies according to the operated amount of the operation member, the unit moved amount of the play

character by the first action is set at a constant value regardless of the moving speed of the play character, and the distance of the predetermined position from the reference position is a multiple of the unit moved amount.

9. A character action setting method in a video game in which a play character is displayed on a game screen on a monitor and moved from a reference position to a predetermined position in a game space by operating an operation member, the method comprising the steps of:

preparing a first image data group including a predetermined number of frames of image data for displaying a first action relating to the moving action of the play character and a second image data group including a plurality of frames of image data for displaying a second action;

consecutively displaying a frame of image data at a constant time interval, said step of displaying a frame of image data comprising the steps of

sequentially displaying an image corresponding to each of the predetermined number of frames for the first action when the operation member is not operated, and

upon operation of the operation member,

generating new image data for a new frame to be created between successive frames by interpolation between the successive frames based on the detected operation of the operation member, and

displaying the newly generated image data; and
switching the first image data group to the second image data group such that the first action and the second action are smoothly successively displayed without any discontinuity when the play character reaches the predetermined position by repeatedly displaying the first action.

10. A character action setting method according to claim 9, wherein a specified frame of image data of the first image data group is switched to a frame of image data of the second image data relating they specified frame when the play character reaches the predetermined position.

11. A character action setting method according to claim 9, wherein the specified frame is the last frame of the first image data group or a frame relating to the last frame and the frame of the second image data group relating to the specified frame is the first frame thereof.

16. A character action setting method according to claim 9, wherein the moving speed of the play character displayed on the monitor by the first action varies according to the operated amount of the operation member, further comprising the step of setting the unit moved amount of the play character by the first action at a constant value regardless of the moving speed of the play character, and the distance

of the predetermined position from the reference position is a multiple of the unit moved amount.

17. A computer-readable recording medium storing a character action setting program in a video game in which a play character is displayed on a game screen on a monitor and moved from a reference position to a predetermined position within a game space by operating an operation member, the character action setting program comprising the steps of:

preparing a first image data group including a predetermined number of frames of image data for displaying a first action relating to the moving action of the play character and a second image data group including a plurality of frames of image data for displaying a second action;

consecutively displaying a frame of image data at a constant time interval, said step of displaying a frame of image data comprising the steps of

sequentially displaying an image corresponding to each of the predetermined number of frames for the first action when the operation member is not operated, and

upon operation of the operation member,

generating new image data for a new frame to be created between successive frames by interpolation between the successive frames based on the detected operation of the operation member, and

displaying the newly generated image data; and

switching the first image data group to the second image data group such that the first action, and the second action are smoothly successively displayed without any discontinuity when the play character reaches the predetermined position by repeatedly displaying the first action.

18. A computer-readable recording medium according to claim 17, wherein a specified frame of image data of the first image data group is switched to a frame of image data of the second image data relating the specified frame when the play character reaches the predetermined position.

19. A computer-readable recording medium according to claim 17, wherein the specified frame is the last frame of the first image data group or a frame relating to the last frame, and the frame of the second image data group relating to the specified frame is the first frame thereof.

24. A computer-readable recording medium according to claim 17, wherein the moving speed of the play character displayed on the monitor by the first action varies according to the operated amount of the operation member, further comprising the step of setting the unit moved amount of the play character by the first action at a constant value regardless of the moving speed of the play character, and

the distance of the predetermined position from the reference position is a multiple of the unit moved amount.

25. A video game device according to claim 1, wherein the operation of the operation member is multiplied by a predetermined coefficient set for the game to obtain a delta animation value, the display control unit being arranged to generate the new image data for the new frame to be created between successive frames stored in the storage unit by interpolation between the successive frames based on the delta animation value.

26. A video game device according to claim 1, wherein when the operation member is being operated, the display control unit is arranged to display the newly generated image data such that the number of frames displayed in a predetermined time is reduced when the operation member is operating in comparison to when the operation member is not operated.

27. A character action setting method according to claim 9, wherein the newly generated image data is displayed such that the number of frames displayed in a predetermined time is reduced when the operation member is operating in comparison to when the operation member is not operated.

28. A computer-readable recording medium according to claim 17, wherein the newly generated image data is displayed such that the number of frames displayed in a predetermined time is reduced when the operation member is operating in comparison to when the operation member is not operated.--